Subject: Re: [BlackIntel] Wall lag fix!
Posted by StealthEye on Fri, 18 Aug 2006 22:17:47 GMT
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True, I would like to add that the rounding was to compress the packets. The X Y and Z coordinates were sent as 10, 11 and 12 bit numbers, whereas the normal amount is 32 (4 bytes). So the bandwith usage has been increased with 63 * nur * vehiclecount bits/second... Shouldn't be a big problem though

I might have found a way to make this compatible with other clients/servers as well, I'm not entirely sure yet though.